

# HERO.

## HELICOPTER EMERGENCY RESCUE OPERATION

### DOWN AND DIRTY!

Reach miners trapped miles under the surface of the earth! Use the Prop-pack to maneuver through a maze of mineshafts! Blast vile vermin with the Microlaser Beam! Dynamite walls! Negotiate across the lethal lava flow! Rescue all the miners you can before running out of lives or power!

Instructions for the  
Commodore 64™  
Cartridge

ACTIVISION.

## GETTING STARTED

- **Insert cartridge.** Turn power ON.
- **Press a number 1-5** to select one of five one-player games. The higher the number, the greater the challenge.
- **To begin,** press **START** and move Joystick.
- **RESERVES.** Begin with one life in use and three in reserve. Acquire an additional life, to a maximum of six in reserve, for every 20,000 points earned.
- **POWER GAUGE.** Power begins to diminish when you move the Joystick after Rod Hero appears onscreen. If power runs out and a reserve life remains, you return to the top of that level.
- **Game ends** when you run out of lives.

## VARIATIONS

Game Number	Starting Level
1	1
2	5
3	9
4	13
5	17*

\*All following levels are random and no level number appears. In games 1-4, the word **PRO** appears in place of the level number after level 20.

## EQUIPMENT CHECK

**Prop-pack.**

- **To fly up or run or fly left or right:** Push Joystick in that direction.
- **To hover:** Tap Joystick forward.
- **To fly down a shaft:** Step off the ledge.

**MicroLaser Beam.** Your helmet's MicroLaser Beam can blast creatures or slice through small walls.

- **To fire:** Press either bottom side button. Hold for continuous fire.

**Dynamite.** Each of the six sticks you begin with can blow up all or part of a small wall.

- **Land and move near a wall.**
- **To place and ignite:** Press either top side button. Then move fast or be blown up!

**Raft.** Ride the raft whenever it appears.

**Lanterns.** Carefull! Touch or shoot out a lantern and that section of the mine goes dark.

## SCORING:

- Shoot a critter: 50 points
- Each dynamite stick remaining when miner is rescued: 50 points
- Dynamite a wall: 75 points
- Rescue miner: 1000 points
- Earn points for every unit of power left when a miner is rescued. The higher the level number, the more each power unit is worth. You've saved the day when the score reaches 1,000,000.

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*Adapted by The Software.*

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